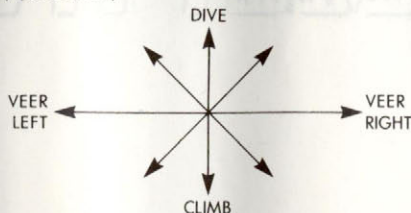# HELLFIRE

YOUR MISSION

The SuperCobra light attack helicopter is ready for take off. Its 20mm three-barrel rotary cannon is waiting for action. The laser-guided Hellfire launch-and-leave missiles have been fitted. Ahead of you lies mile after mile of hostile territory. They know you are coming.

Wave after wave of determined enemy aircraft are hoping to blast you from the skies and into eternity. You know you must duck and weave to avoid their guided missiles whilst wreaking destruction with your awesome firepower. Will you even make it to the first camouflaged supply dump?

INSTRUCTIONS FOR ST, AMIGA, COMMODORE 64/128

FLYING CONTROLS

Joystick (ST Port 1) (CBM Port 2)

ROTARY CANNON

The cannon fires automatically once the SuperCobra is airborne. It destroys any enemy aircraft or ground targets in the cross-hair sight. However, its range is limited and distant targets will be missed.

HELLFIRE MISSILES

You have 40 Hellfire laser guided launch-and-leave missiles per game level or life. Before you can fire a missile, the laser guiding system must first be targetted on an enemy aircraft. This is achieved by moving the circular sight cross-hairs over the chosen target. Once targetted a square cross-hair will remain on the enemy and the word TARGET will appear on the panel. Press FIRE to launch a single Hellfire missile at the target. Your laser guided system can be targetted onto several enemies at any one time.

TURBO POWER

The SuperCobra is powered by two 1,693 shp General Electric T700-GE-401 turbo shafts. Press SPACE when airborne for a dramatic increase in your engine power. This can help you to avoid enemy fire (or even fly upside down!!)

PAUSE

Press P if you feel your nerves need a rest. Lucky it's not for real.

SCORE

50 points — any ground hits.
200 points — ground target such as towers or oil rigs.
250 points — enemy aircraft.

LIVES

You have nine lives — and you'll probably need them.

HI-SCORE

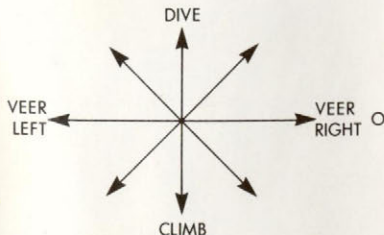Move the joystick to choose the required name or initials. Press fire to select. Choose and select END to quit.

COMMODORE 64/128 ONLY

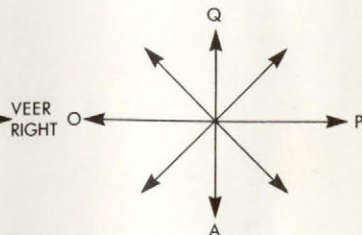F1 — toggle music on/off.
F3 — toggle sound effects on/off.

INSTRUCTIONS FOR SPECTRUM

FLYING CONTROLS

Joystick (Sinclair, Kempston)   **Keys (Default)**

FIRE = SPACE

ROTARY CANNON

Press FIRE to spit destruction at the enemy from your 20mm three barrel rotary cannon.

SMART BOMB

Things can get a little hairy as you fight your way deeper and deeper into enemy territory. If things get really tight, press and hold down the fire button or space bar to release a deadly Smart Bomb. However, you only have eight Smart Bombs to last the entire mission, so use them wisely.

PAUSE

Press Key 3 if you feel your nerves need a rest. Lucky it's not for real.

ABORT

Press Key 1 to abort mission.

LEVELS (Important)

Hellfire on the Spectrum is played over a series of levels. Leave the disc in the drive if playing from disc. If playing from cassette, each level has to be loaded separately. Leave the cassette in the tape deck and WATCH FOR AND FOLLOW all on screen instructions and prompts.

LOAD PROBLEMS

We are constantly seeking to improve the quality of our products, and we maintain the highest possible standards of quality control in manufacturing our product range.

However, should you experience any difficulties in loading this product, having checked your hardware *thoroughly* we will gladly replace the cassette or disk for you.

Before you send your cassette back for replacement, please check the azimuth head alignment, and attempt to load the game from both sides of the cassette. You may wish to consult your local software retailer.

If, after these checks have failed, you do write to us, you should state the following:-

- Your name and address
- The name of the product
- Whether it is cassette or disk
- Which computer
- Which joysticks and peripherals (if any)
- Where and when you purchased the product
- A full description of the problem you experience
- You should not enclose the box and packaging with cassettes.

REMEMBER TO ALLOW CASSETTES TO RUN THEIR FULL LENGTH AS SPEED LOADS FREQUENTLY CAUSE THE SCREEN TO GO BLANK FOR A PERIOD OF TIME.

SCREEN SHOTS MAY VARY ON SOME COMPUTER VERSIONS

VOTRE MISSION

L'hélicoptère léger de combat SuperCobra est prêt à décoller. Son triple-canon rotatif de 20 mm est prêt à fonctionner. L'appareil a été équipé de missiles Hellfire à guidage laser, qui, une fois lancés fonctionnent automatiquement. Le territoire ennemi s'étend devant vous à perte de vue.

Des vagues d'avions ennemis ont pour mission de vous faire disparaître du ciel pour l'éternité. Vous savez qu'il vous faut esquiver leur feu et vous faufiler à travers leur missiles guidés et, en même temps, détruire tout ce qui se trouve autour de vous avec votre puissance de feu impressionante. Arriverez-vous au moins jusqu'au premier dépôt de munition camouflé?

MODE D'EMPLOI POUR ST, AMIGA COMMODORE 64/128

CONTROLES EN VOL

Manette (ST Port 1) (CBM Port 2)

PIQUE

VIREMENT A DROITE

VIREMENT A GAUCHE

ASCENSION